

INTRODUCTION

BACKGROUND

The 1975 Clements Blue Ribbon Panel on Excellence in professional military education cited a need for service schools to develop curricula that stressed warfighting. The panel noted that service schools needed to sharpen students' knowledge of decision-making in combat. In 1976 the Air Force Chief of Staff's Constant Readiness Tasking directed the Air University to "put more war in the War College." From these two initiatives evolved the concept for the Air Force Wargaming Institute (AFWI). In September 1982 the Assistant Secretary of the Air Force for Financial Management established a program management office at Maxwell Air Force Base, Alabama, to acquire a comprehensive wargaming capability for the Air Force. The facility was dedicated and opened its doors in 1986. Today, this wargaming capability consists of personnel, a facility, hardware and the software necessary to provide a broad range of wargames and exercises to the Air Force, the Department of Defense (DoD) and other international sponsors.

FACILITY

The AFWI is housed in a special-purpose, 56,000 square-foot facility. It can operate in whole or in part as a secure, classified work environment. The building contains 22 seminar and/or game rooms and two conference rooms--all with audiovisual capabilities. The building is designed for maximum flexibility and can be easily manipulated to accommodate different wargames and exercises.



CADRE MISSION & VISION

The CADRE mission is to: develop, examine, teach and wargame concepts of air and space power doctrine and strategy... provide research and publishing expertise... educate warfighters in the art of air and space power. The CADRE's Mission Statement integrates research, warfare studies, wargaming, intelligence and public affairs education into a seamless package that meets the growing needs of the Air Force and the Joint community. Our Mission Statement supports AETC's mission to "...educate professional airmen to sustain the combat capability of America's Air Force" as well as AU's mission to provide Professional Continuing Education (PCE) courses and research in air and space power, education, leadership, and management. When a student completes a CADRE-taught course, elective, or wargame, that student is ready to apply those new skills in today's expeditionary air and space force. Air Force members also benefit from cutting-edge research and thought-provoking commentary presented in our journals and available on our Internet site.

The CADRE vision is to be the center of intellectual development for air and space warfighters. This Vision Statement summarizes the Commander's vision and dovetails with AETC's vision as we "integrate innovation and technology to...educate tomorrow's air and space leaders." We are also an integral part of the AU vision's "premier military education institution" as our students develop, employ, command and support air and space power through what they learned from courses, wargames and research. The seamless package of research, warfare studies, wargaming, intelligence and public affairs education will continue to evolve as PCE and Professional Military Education (PME) requirements evolve. We will blend real-world data from existing and upcoming Air Force and Joint operating systems, such as the Air Operations Center's (AOC) Theater Battle Management and Control System, into our course exercises and wargames to give our students as much realism as possible as they wargame and exercise what we teach them. We must pursue increasing the use of distance learning blocks as course primers to maximize the available in-residence time we have with our students. Our research and journal articles will continue to push the envelope of concepts and doctrine, expanding our horizons of what our forces can and must do in the next conflict.

AFWI

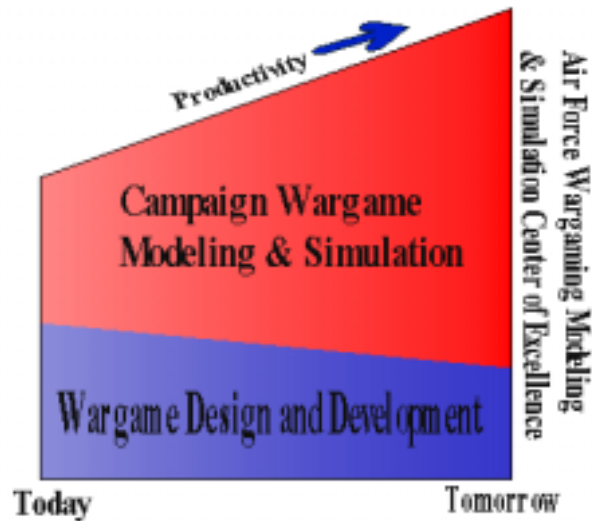
The Air Force Wargaming Institute, CADRE/WG, provides operational and strategic-level wargames to educate and train senior warfighters, commanders and their staffs. These wargames: (1) focus on Joint warfare and air and space power; (2) strengthen the decision abilities of future commanders and their staffs in a realistic, simulated combat environment; and (3) provide direct support to Air University schools and other Air Force, DoD and international customers.

In a typical year, the AFWI plans, develops and conducts approximately 34 wargames for over 9,000 participants. The AFWI uses computers, simulation models and seminars to address how military forces deploy, fight and sustain combat. The Institute provides a "laboratory environment" in which current and future commanders, and their staffs, are given the opportunity to study warfare realistically to identify problems in peacetime before they face them in combat.

WARGAMES TOMORROW

Wargame model support presently centers on the Air Force Command Exercise System / Accelerated Combat Timeline, or ACES/ACT. Using ACES/ACT, AFWI helps schools achieve their educational objectives by focusing the model-input mechanisms around a campaign-planning construct; thus allowing wargamers to interface with the model in campaign planning in terms of phases, objectives and criteria. The resultant wargames can then be driven from decision criteria to decision criteria, rather than the current artificial time increment. In this manner we will also be able to support the investigation of much larger segments of players campaign plans. This is a critical capability to enable the schools to fully realize their educational objectives of developing operational and strategic thinkers.

Figure 1—Air Force Wargaming Evolution



As Figure 1 illustrates, we currently focus more on the design and development of our legacy models and less on new campaign wargame technology. CADRE must take advantage of up-and-coming wargame technology in order to progress from the legacy systems currently in use to wargames that are easy to update and can be quickly configured for multiple customers. While each wargame will still require some level of tailoring for each customer's scenario, these new campaign wargames will prove to be easier to support and will also fulfill rapidly changing, educational wargame requirements.

